

I M P E R I O

T H E 0 0 4 5 5 E 4 C O N T I N U E S TM



TECHNICAL
SUPPLEMENT

CONTENTS

Your complete Inferno package should contain this technical supplement, a manual, one CD-ROM and a registration card.

MINIMUM SYSTEM REQUIREMENTS

Inferno requires the following minimum system components and memory:

Computer: IBM, or fully compatible, 80386 33 MHz.

System Memory: 4 MB of RAM, with 2 MB EMS free.

Hard Drive: with at least 8 MB free.

Conventional Memory: at least 500KB free.

Graphics: VGA graphics card and VGA monitor.

CD-ROM Drive: one single, double-speed or triple-speed zCD-ROM drive.

DOS: MS-DOS 5.0 or higher.

RECOMMENDED SYSTEM SETUP

For best results with Inferno, you should have the following:

33 MHz or faster 80486 compatible processor.

8 MB RAM with EMS (expanded memory) manager.

500 KB (512,000 bytes) free conventional memory.

MPC level 2 compatible CD-ROM drive with double or triple speed.

Hard drive with 8 MB free after installing the game files.

16-bit VGA graphics card with local bus.

Joystick, CH FlightStick Pro, ThrustMaster Flight Control System (FCS).

A Microsoft compatible mouse.

Ad Lib, Sound Blaster, Gravis Ultrasound (SBOS), Roland MT-32 or Roland LAPC-1 sound card.

MEMORY TIPS

Inferno requires 500K of conventional memory, which may be a problem with some system set-ups. Please be aware that 500K is actually 512,000 bytes (1 K = 1,024 bytes).

To check how much conventional memory you have free, type MEM/C at the DOS prompt. Memory allocation on IBM compatible PCs is a complex business, so please consult your DOS manual for advice.

HOW TO WIN MORE MEMORY

The easiest way to get enough memory to run Inferno is to create a boot disk and use it to start your computer when you want to play. When installing Inferno you will be asked whether you want to make such a disk. Make sure that the CONFIG.SYS and AUTOEXEC.BAT files of the boot disk contain the drivers necessary to run your CD-ROM drive and your mouse driver.

Have a formatted 1.44 MB floppy disk ready if you want to make a boot disk. In addition, check your CONFIG.SYS file to ensure that it has the DOS=HIGH command.

This is very important, as DOS cannot be loaded high without it.

If you have Terminate-and-Stay-Resident (TSR) programs - such as mouse drivers, network drivers, DOS shells and RAM disks - make sure they are loaded into high memory with the DEVICEHIGH (in CONFIG.SYS) or LOADHIGH (in AUTOEXEC.BAT) commands. Consult your DOS or expanded memory manager manual for precise details. Some TSRs will not load into high memory. Make a boot disk which excludes these TSR programmes.

WARNING. BEFORE CHANGING YOUR CONFIG.SYS OR AUTOEXEC.BAT FILES, (SYSTEM FILES) ALWAYS COPY THEM TO A BOOTABLE FLOPPY DISK! IF ANYTHING GOES WRONG, BOOT YOUR COMPUTER WITH THIS DISK AND COPY THE SYSTEM FILES BACK TO THE HARD DISK, REPLACING THE FAULTY SYSTEM FILES.

The EMM386 memory manager included with MS-DOS 5.0 or 6.0 should be adequate. If not, try using a commercial EMS manager instead of EMM386.

Third-party EMS managers often use less conventional memory and improve your ability to load TSRs into high memory. Commercial EMS managers can also provide you with additional expanded memory without modifying your CONFIG.SYS file. However we cannot accept responsibility for any problems encountered with such third party memory managers.

If you have DOS 6.0, use the memory optimizer called MemMaker. Simply type MEMMAKER and press Enter at the DOS prompt. MemMaker will alter your CONFIG.SYS and AUTOEXEC.BAT files to make your setup more memory efficient.

MemMaker will try to load as much into high memory as possible. It will not remove TSRs that cannot be loaded high. If, after running MemMaker, you still don't have enough conventional memory free, you should edit your CONFIG.SYS and AUTOEXEC.BAT files to avoid TSRs that cannot load high (type REM before the line which loads the TSR). Refer to the DOS 6.0 manual for more details on MemMaker and editing system files.

~~KEY SUMMARY~~

~~DURING ANIMATION SEQUENCES~~

ESCAPE, OR RIGHT MOUSE BUTTON:

'P':

SPACEBAR OR LEFT MOUSE BUTTON:

'ALT S':

NOTE:

skip block of animation.

pause animations

advance to the next screen quickly.

save game/load saved game.

You can only save your game during play and animation sequences, and load a saved game when you are at the OPTIONS screen.

~~GENERAL IN-FLIGHT CONTROLS~~

KEY 'D':

ALT 'D':

KEY 'C':

initiate docking procedure. (Used in conjunction with AUTONAV1.)

changes the detail level in the game.

locks the Target Assist shape onto an enemy. Press repeatedly to cycle through targets.

SHIFT 'C':

lock on friendly craft, such as drones during training.

'ALT S':

save game/load saved game.

TAB:

rotis the craft level.

KEY 'P':

collect nearby Combat Pod.

KEY 'F':

download alien map data in Rexxon craft.

KEY 'M':

displays the last message received.

ESCAPE TWICE:

quit the mission (Suicide).

SHIFT 'O':

leave Inferno altogether. (Brings up OPTIONS screen).

~~WEAPONS~~

INSERT:

Select weapons display.

DELETE:

Select Combat Pods.

Pg Up:

moves cockpit up.

Pg Down:

moves cockpit down.

ENTER/BACKSPACE:

scroll through the weapons or combat pods forwards/backwards.

SPACEBAR:

fire weapons or activate Combat Pod (also depends on controller type).

~~AUTOPILOT MODE~~

KEY 'A' ONCE :

initiate AUTONAV1 for auto-docking.

KEY 'A' TWICE:

initiate AUTONAV2 for auto-combat.

KEY 'A' THREE TIMES:

initiate AUTONAV3 for auto-waypoint navigation.

KEY 'A' FOUR TIMES:

exit from AUTONAV.

~~SENSOR MODE~~

KEY 'T':

toggle sensor modes in the Multi-Function Display (MFD).

KEY 'R':

taggies the relative sensor ranges between 50 and 1geometric units.

~~VIRTUAL C~~

F2:

virtual cockpit.

F3:

virtual cockpit target lock.

~~INTERNAL VIEWS~~

F1 ONCE:

forward view with cockpit (default view). a full-screen forward view (HOP-Only view with 2-D sensor display)

~~EXTERNAL VIEWS~~

| | |
|------|----------------------------------------------------------------|
| F4: | omnicam view. (SHIFT + cursor keys will pan around your ship.) |
| F5: | missile view. |
| F6: | omnicam fly-by. |
| F7: | corridor cameras. |
| F8: | you and them. |
| F9: | playable chase view. |
| F10: | them and you. |

~~NAVICOM~~

| | |
|----------------------------|---------------------------|
| KEY 'N': | access the NAVICOM screen |
| LEFT MOUSE BUTTON: | enlarge map area. |
| RIGHT MOUSE BUTTON: | zoom out of a map area. |
| ESC OR RIGHT MOUSE BUTTON: | leave NAVICOM. |

~~CONTROLLER SUMMARY~~

~~KEYBOARD FLIGHT CONTROL~~

| | |
|---------------------------------|---------------------------------------|
| ARROW KEYS: | Pitch up, pitch down, left and right. |
| + - KEYS (numeric keypad only): | Increase/decrease power. |
| SPACEBAR: | fire weapons. |

~~MOUSE~~

| | |
|---------------|----------------------------------------------------------------------------|
| MOVEMENT: | back to pitch up, forward to pitch down, left and right for side movement. |
| LEFT BUTTON: | increases thrust. |
| RIGHT BUTTON: | decreases thrust. |
| BOTH BUTTONS: | press both together to cut power instantly. |
| SPACEBAR: | fire weapons. |

~~JOYSTICK~~

| | |
|----------------|------------------------------------------------------------------------------|
| MOVEMENT: | back to pitch up, forward to pitch down, left and right for sideways motion. |
| FIRE BUTTON 1: | speeds up. |
| FIRE BUTTON 2: | slows down. |
| 'CTRL' key: | gives greater turning capacity when pressed (joystick only). |

~~FLIGHTSTICK PRO~~

| | |
|----------------|----------------------------------------------------------------------------|
| MOVEMENT: | back to pitch up, forward to pitch down, left and right for side movement. |
| FIRE BUTTON 1: | fires the selected weapon. |
| FIRE BUTTON 2: | toggles selected weapons. |
| COOLIE HAT: | select views. |
| THROTTLE WHEEL | speed up or slow down |
| CONTROL KEY: | gives greater turning-capacity when pressed (joystick only). |

~~THRUSTMASTER FS~~

| | |
|----------------|----------------------------------------------------------------------------|
| MOVEMENT: | back to pitch up, forward to pitch down, left and right for side movement. |
| FIRE BUTTON 1: | fires the selected weapon. |
| FIRE BUTTON 2: | toggles selected weapons. |
| BUTTON 3: | speeds up. |
| BUTTON 4: | slows down. |
| COOLIE HAT: | select views. |
| CONTROL KEY: | gives greater turning-capacity when pressed (joystick only). |

Inferno requires that several files be installed on your hard disk.

~~TO INSTALL INFERNO:~~

Place the CD-ROM in the CD-ROM drive.

Type the letter of that drive (usually D: or E:), followed by a colon, then press Enter.

Type the word 'Install' and press Enter.

Follow the on-screen instructions.

We recommend you run the built-in diagnostics routines to check that your hardware is fully compatible with the software.

We also recommend that you calibrate your joystick.

Making a boot disk is always a good idea too, as this can help resolve any hardware/software conflicts quickly.

Once the installation and set-up routines are complete, the game is ready to play.

Switch to the hard disk where your Inferno directory is installed, and type 'Inferno'.

~~CONFIGURATION AFTER INSTALLATION~~

To change hardware configuration after running the install program, change to the Inferno directory and type 'CONFIG'.

A screen appears that allows you to modify the entire set-up.

Once you have made changes, be sure to press the Save button before returning to DOS.

~~KEYBOARD~~

The cursor control arrows may be used to control the Inferno craft's direction of flight.

This may be a convenient option for portable computers, but we recommend either a joystick or mouse for flight control.

~~ONE JOYSTICK~~

A joystick provides a higher degree of control compared with the keyboard. The stick is used to control climb (pull back), dive (push forward), and banking to the left or right (move to the left or right).

Button #1 corresponds to 'speed up'. Button #2 corresponds to 'slow down'. This option is activated by selecting Normal Joystick when running the Inferno config. program, or when in the NAVICOM screen.

~~THRUSTMASTER FLIGHT CONTROL SYSTEM~~

Inferno supports the ThrustMaster Flight Control System, which consists of a standard pistol-grip type flight stick, a four position hat controller, and four buttons. The flight stick portion of the Flight Control System functions in the same manner as a standard joystick.

The hat is used to control simulation points-of-view. When you are in the pilot's cockpit, the hat is used to control your in-board point-of-view. All of the corresponding keyboard controls remain active.

From the cockpit, push the hat up to activate Front view (F1 key); pull down to Look External (F4 key). Push the hat left for Virtual view (F2 key); push the hat right for Virtual Tracking view (F3 key).

~~VIRTUAL PILOT/FLIGHTSTICK PRO~~

The Virtual Pilot consists of four main components: a steering wheel type flight control, a four position hat controller, a throttle control lever, and four buttons switches.

The steering wheel flight stick is used to control climbing (pull back), diving (push up), and banking to the left or right (turn left or right).

The throttle bar controls the Inferno craft's power. The Flightstick Pro consists of four main components: a standard pistol-grip type flight stick, a four position hat control, a wheel type throttle control, and four buttons. The flight stick portion of the Flightstick Pro functions in the same way as a standard joystick. The hat is used to control simulation points-of-view. From the cockpit, push the hat up to activate Front view (F1 key); pull down to Look External (F4 key). Push the hat left for Virtual view (F2 key); push the hat right for Virtual Tracking view (F3 key). The throttle wheel works in same way as the Virtual Pilot throttle bar.

~~MOUSE~~

The installation program auto-detects the presence of a mouse driver, and utilizes the driver if found. Inferno supports Microsoft compatible mouse drivers.

A mouse is highly recommended for flight control and is very useful for selecting various control options during the game.

~~SOUND~~

Please note the following if you have an AdLib Gold sound card.

The speech in the game may distort/increase volume during Briefings. A buzzing sound may be heard upon completion of a mission, which continues through the subsequent briefing, and will stop when the CD is next accessed by your computer.

During disc access, when the music track changes there may be a low beeping sound emitted by the card. None of the above will prevent your gameplay; please note that you do NOT have a faulty disc if you experience any of the above with your AdLib Gold sound card.

~~TECHNICAL SUPPORT~~

If you have any problems running or playing this game, please contact us, either by fax or telephone.

The line is open from 8:00 a.m.- 5:00 p.m. every weekday.

The fax is available 24 hours a day.

Telephone (408)-289-1411 Ext. 234

Fax (408) 289-1889

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**PART 2:
THE CHAOS
CONTINUES**

**CENTRAL
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